C64/128 STEALTH MISSION CONTROLS

FLIGHT CONTROLS

[F]	left aileron
[H]	right aileron
[B]	up elevator
[T]	down elevator
[G]	center ailerons & elevator
[SHIFT] [G]	automatic center pitch & bank (return to straight & level flight)
[+]	increase thrust
[SHIFT] [+]	full thrust
[−]	decrease thrust
[SHIFT] [−]	idle thrust
[CTRL] [B]	brakes on/off
[CTRL] [G]	extend/retract landing gear
[A]	attitude indicator on/off
[CTRL] [R]	commence automatic refueling procedure
[CTRL] [A]	commence automatic landing procedure

VIEW CONTROLS

[F1]	cockpit view
[F3]	spot plane view
[F5]	map view
[F7]	missile's eye view
[C]	control tower
[Y]	zoom in (all views)
[N]	zoom out (all views)
[5] [T]/[H]/[B]/[F]/[G]	change cockpit view (2nd keypress indicates view direction)
[6] [T]/[Y]/[H]/[N]/[B]/[V]/[F]/[R]	change spot plane location (2nd keypress indicates location)
[left/rt CRSR]	move spot plane closer
[SHIFT] [left/rt CRSR]	move spot plane farther away
[up/down CRSR]	move spot plane down
[SHIFT] [up/down CRSR]	move spot plane up
[CTRL] [X]	ground grid pattern on/off
[O]	wire-frame mode on/off
[CTRL] [F]	fast frame rate (no scenery database display)

WEAPON/DEFENSE SYSTEM CONTROLS

[W]	weapons radar on/off
[/]	enemy aircraft dots on/off in radar mode
[.]	enemy missile dots on/off in radar mode
[,]	ground target dots on/off in radar mode
[R]	range/targeting box on/off
[U]	adjust targeting crosshair color
[L]	lock target into target-tracking computer
CTRL] [L]	clear all computer target locks
[up arrow]	cycle through current targets
[space bar]	fire at locked target & cycle to next locked target
[1]	fire selected weapon at locked target # 1
[2]	fire selected weapon at locked target # 2
[3]	fire selected weapon at locked target # 3
[4]	fire selected weapon at locked target # 4
[CTRL] [J]	ECM jammer on/off
[CTRL] [K]	release ECM chaff
[CTRL] [O]	release ECM flare
[CTRL] [E]	eject

RADIO CONTROLS

[I]	pop-up instrument panel on/off
[*]	increase Omni-Bearing Indicator (OBI)
[©]	decrease OBI
[;]	increase VOR frequency
[:]	decrease VOR frequency
[7]	cycle ADF "hundreds" digit
[8]	cycle ADF "tens" digit
[9]	cycle ADF "ones" digit

SIMULATION CONTROLS

[CTRL] [T]	set/change time [left/rt CRSR] - cycle & select hour/minute/second [up/down CRSR] - change selected hour/minute/second [CTRL] [T] - exit and save changes [RETURN] - exit without changing time
[S]	sound on/off
[P]	pause with indicator
[CTRL] [P]	pause (without indicator)
[SHIFT] [RUN STOP]	quit, return to startup menu
[CTRL] [S]	log-in scenery disk